

Victor Pena

iOS software engineer

May 2021
Amsterdam, Netherlands

Software engineer with a passion for reliable software and team leadership.

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Experience

Uber / Software Engineer September 2016 - Present

Leading the mobile effort to unify the checkout experiences across the different products and applications at Uber, with the goal of simplifying integration and ensuring compliance. As such, led technical scoping and design, estimated effort and tracked project progress.

Led a cross-team initiative to batch tips with their corresponding trips, bringing drastic savings to the company.

Represented Uber at recruiting events. Presented RIBs, the choice of mobile architecture at Uber, at conferences and meetups in Europe, e.g. [NSSpain](#), [DevFest Coimbra](#), [Uber Open Source meetup](#).

TomTom / Engineer Manager September 2015 - September 2016

Led the development of the TomTom GO Mobile app for iOS and the engineering team responsible, identifying and tracking personal goals, coaching, supporting personal development.

Managed the hiring process for engineering vacancies on iOS, Android and backend roles. Represented TomTom at recruiting events.

TomTom / Software Engineer November 2012 - September 2015

Had a key contribution in the rewrite of the TomTom GO Mobile app for iOS. This is TomTom's flagship application, and was fully rewritten. My key contributions are the design of the app architecture and the creation of a UI library with a companion catalog app.

Developed key early explorations on the TomTom Forza product, to validate the product concept: a bluetooth device that would wake the navigation app in background, and establish and keep a bluetooth connection alive to constantly stream data.

Worked as the only iOS engineer in the TomTom Taxi app.

Filloa Dev / Co-Founder December 2010 - December 2012

Published both own and freelance projects to the App Store.

Trabe Soluciones / Software Engineer December 2011 - July 2012

Developed a public transportation guide, customizable for different cities. This project included a Java backend and an iOS app, both publicly released.

Developed PrettyKit (1000+ stars at github) and several other iOS libraries, available at github.

Education

MS on Computer Science / University of A Coruna, Spain 2009 - 2012

Thesis: Native iPhone application and generic backend to provide a public transport guide.

With Honors.

Erasmus Program / Université Bretagne Occidentale, France 2009 - 2012

First year of the Master in Information Technology and Software Engineering (M1 TIIL).

BS on Computer Science / University of A Coruna, Spain 2005 - 2009

Thesis: Maths e-learning web application.

First class mark.

Skills

iOS, Xcode, Swift, Rx, Objective-C, Objective-C Runtime, Architecture, UIKit, Custom Controls, CocoaPods, CoreData, GCD, Concurrency, Design Patterns, OOP, SOLID, API Design, Refactoring, Debugging, Reverse-Engineering, Jenkins, TeamCity, JIRA, Unit Test, TDD, Code Review, git, Java, C, C#, Bash, Python, SQL, Agile, scrum, SAFe, coaching.